



**UNITED STATES DEPARTMENT OF COMMERCE
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.
097510,334	02/22/00	OHSHIMA	T 2355.11105

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EXAMINER

WHITE, C

ART UNIT PAPER NUMBER

3713

#3

DATE MAILED: 01/31/01

Please find below and/or attached an Office communication concerning this application or proceeding.

Commissioner of Patents and Trademarks

Office Action Summary

Application No.

09/510,334

Applicant(s)

OHSHIMA, TOSHIKAZU

Examiner

Carmen D. White

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136 (a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☐ Responsive to communication(s) filed on ____.
- 2a) ☐ This action is FINAL. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-58 is/are pending in the application.
- 4a) Of the above claim(s) ____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) ____ is/are allowed.
- 6) ☒ Claim(s) 1-58 is/are rejected.
- 7) ☐ Claim(s) ____ is/are objected to.
- 8) ☐ Claims ____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on ____ is/are objected to by the Examiner.
- 11) ☐ The proposed drawing correction filed on ____ is: a) ☐ approved b) ☐ disapproved.
- 12) ☐ The oath or declaration is objected to by the Examiner.

Priority under 35 U.S.C. § 119

- 13) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☒ All b) ☐ Some * c) ☐ None of:
1. ☒ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. ____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.
- 14) ☐ Acknowledgement is made of a claim for domestic priority under 35 U.S.C. § 119(e).

Attachment(s)

- 15) ☒ Notice of References Cited (PTO-892) 18) ☐ Interview Summary (PTO-413) Paper No(s) ____
- 16) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948) 19) ☐ Notice of Informal Patent Application (PTO-152)
- 17) ☐ Information Disclosure Statement(s) (PTO-1449) Paper No(s) ____ 20) ☐ Other:

DETAILED ACTION

Claim Rejections - 35 USC § 112

The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claim 30 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Line 1 of claim 30 recites "a CG image". It is not clear what the abbreviation "CG" represents. Applicant should insert the actual word.

Claim Rejections - 35 USC § 102

(e) the invention was described in a patent granted on an application for patent by another filed in the United States before the invention thereof by the applicant for patent, or on an international application by another who has fulfilled the requirements of paragraphs (1), (2), and (4) of section 371(c) of this title before the invention thereof by the applicant for patent.

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-11, 14-26, 29-38 and 41-58 are rejected under 35 U.S.C. 102(b) as being anticipated by Latypov (5,846,134).

Regarding claims 1-9, 14, 17-24, 29-36, 41-49 and 52-56, Latypov teaches a gaming system that includes a first sensor for detecting a location/posture of a head of a player; a second sensor for detecting a location/posture of a hand or arm; and a means for estimating an action of the player on the basis of a relative location/posture of the hand or arm with respect to the location/posture of the head (Fig. 1; col. 5, lines 28-43).

Regarding claims 10-11, 25-26, 37-38, 50 and 57, Latypov further teaches a computer for storing values corresponding to the positions of the first and second portions as they relate to each other and generates instruction operands in the virtual gaming environment that correspond to the player's movement (col. 5, lines 8-13 and lines 35-40; Fig. 1, #1, #12).

Regarding claims 15-16, 51 and 58, Latypov further teaches a head-mounted display for displaying the image of a game scene (col. 5, lines 13-19)

Claims 1-11, 13-26, 28-38 and 40-58 are rejected under 35 U.S.C. 102(e) as being anticipated by Ahdoot (5,913,727).

Regarding claims 1-9, 14, 17-24, 29-36, 41-49 and 52-56, Ahdoot teaches a gaming system that includes a first sensor for detecting a location/posture of a head of a player; a second sensor for detecting a location/posture of a hand or arm; and a means for estimating an action of the player on the basis of a relative location/posture of the hand or arm with respect to the location/posture of the head (Fig. 1; col. 5, lines 28-43).

Regarding claims 10-11, 25-26, 37-38, 50 and 57, Ahdoot further teaches a computer for storing values corresponding to the positions of the first and second portions as they relate to each other and generates instruction operands in the virtual gaming environment that correspond to the player's movement (Fig. 2, #50A; abstract).

Regarding claims 13, 28 and 40, Ahdoot further teaches the use of a glove (that covers the fingers of the player) that contains sensors (Fig. 1, #46).

Regarding claims 15-16, 51 and 58, Ahdoot further teaches a head-mounted display for displaying the image of a game scene (Fig. 1, #60; col. 5, lines 55-57).

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 12-13, 27-28, and 39-40 are rejected under 35 U.S.C. 103(a) as being unpatentable over Latypov.

Regarding claims 13, 28, 40, Latypov teaches all the limitations of the claims as discussed above. While Latypov teaches a plurality of sensors located on the hand, head, body, feet, etc. (col. 5, lines 35-43). Latypov lacks disclosing the specific sensing of a bent angle of a finger. It would have been obvious to a person of ordinary skill in the art to include the sensing of the bending of a finger in the hand sensors of Latypov to make the motion detection more accurate. Thus making the virtual gaming experience more authentic.

Regarding claims 12, 27 and 39, Latypov teaches all the limitations of the claims as discussed above. While Latypov teaches a plurality of sensors being located on the body of the player to sense movement of the player's motion and the connection of these sensors to a computer, which generates the commands and displays output to the player, Latypov is silent on the feature of sensing when the player's line of sight is pointing to the hand and outputting a user instruction for operation guidance. However, it is well known in computer gaming systems to generate help commands in response to player inputs in order to assist the player during the game so that the player does not

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waste his or her time/and or money while playing the game. This feature is merely a matter of programming the software of the game to produce a help command in response to sensor output. Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to include this feature in Latypov.

Claims 12, 27, and 39 are rejected under 35 U.S.C. 103(a) as being unpatentable over Ahdoot.

Regarding claims 12, 27 and 39, Ahdoot teaches all the limitations of the claims as discussed above. While Ahdoot teaches a plurality of sensors being located on the body of the player to sense movement of the player's motion and the connection of these sensors to a computer, which generates the commands and displays output to the player, Ahdoot is silent on the feature of sensing when the player's line of sight is pointing to the hand and outputting a user instruction for operation guidance. However, it is well known in computer gaming systems to generate help commands in response to player inputs in order to assist the player during the game so that the player does not waste his or her time/and or money while playing the game. This feature is merely a matter of programming the software of the game to produce a help command in response to sensor output. Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to include this feature in Ahdoot.

Pertinent Prior Art

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Harmon, Phillips, Powell, Robinson, II, Klapman et al, Ullman et

al, and DeVito teach virtual reality gaming systems with sensors that attach to the player.

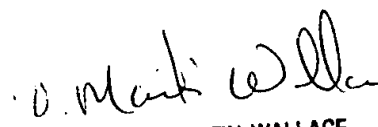
USPTO Contact Information

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Carmen D. White whose telephone number is 703-308-5275. The examiner can normally be reached on Monday through Friday, 8:30 AM to 5:00 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Valencia Martin-Wallace can be reached on 703-308-4119. The fax phone numbers for the organization where this application or proceeding is assigned are 703-308-7768 for regular communications and 703-305-3579 for After Final communications.

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist whose telephone number is 703-308-1078.


Carmen White


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